



2013 Vidya Gaem Awards
Award Speeches

Most Hated Award - WINNER: Gone Home

Of course. Did you really expect anything else? Watching this show for more than five minutes, it was pretty obvious. But, anyway:

Gone Home has been called the greatest video game in history, with a story that brings its players to tears--and how can you not play it and fall in love? I'll tell you how; because people wouldn't shut up about it, and it's boring. However we've already discussed the gameplay aspects of this game, so let's move onto other aspects of why it's bad.

You aren't allowed to have an actual opinion of it. If you don't like the game, you're seen as a homophobe, or a sexist. This game would just be another boring indie game, and in fact, was, until everyone started talking and didn't stop. And at \$20 for three hours of "gameplay," fuck you, Gone Home.

Least Worst Award - WINNER: Metal Gear Rising: Revengeance

Metal Gear Rising: Revengeance... again... Again. Okay. Now I'm not happy about the sweeps, really. You guys made my job way more fucking difficult than it needed to be. Seriously. I'm pretty sure you all thought we were going to fix the vote and did this just to spite us. But... you know what? We're okay with this one. The game was awesome, and we all know it. Sure, it's not high art, the plot is absolutely silly as all hell, but it commits to its own insanity with such unflinching seriousness that it just works. The combat is tight, the music plain fucking rocks, and the boss fights are something to savor. Nothing less than expected from the fine folks at Platinum. I'm proud to say this game really deserves this award. We can't wait to see what Platinum has next in store for us, and if a sequel is on the way--rehashing be damned--I know it's going to be good.

Alright, that's it. That is the Least Worst Award for Least Worst Game of the Year.

Reading Rainbow Award - WINNER: Monster Girl Quest: Chapter 3

Taking the concept of a war between angels and monsters, and putting a unique twist on it, Luka's adventures escalate to a new height when the quest to unite humans and monsters comes to its final conclusion. Luka's tale of unification is about to burst full of thought provoking moral dilemmas. Without spoiling this wonderful gem, the ending gave players just what they were hoping for, as well as a hell of a trip to keep them entertained with lighthearted humor, messages of tolerance, and god-tier rape scenes.

Sorry, Internet, The denizens of /v/ agree, this hot mess has a better story than The Stanley Parable and BioShock Infinite combined. Monster Girl Quest: Chapter 3 wins best writing of 2013.

Blunder of the Year - WINNER: SimCity (2013)

What happens when you take beloved franchise, and shove always-online DRM right up it's ass for no reason than to force people to play online? You get Diablo III. And that's the point where EA looked at Activision and said "We're not going to make that mistake, no sir, we are not launching with a broken online service, We're going to do one better and break the whole fucking game AND the service " and so in 2013 EA gave us Sim city, a bloated shambling corpse of a game that hardly worked even if you could get it to run during the launch. And sure, the game works -now-, but the damage is done, after many people's saves were deleted or ruined by grievers using exploits, we all moved on, and Sim City will forever serve as a reminder how Electronic Arts got its name, because their ability to fuck up electronic entertainment is truly an art form.

/v/irgin Award - WINNER: Dragon's Crown

Let's be honest - Dragon's Crown is an odd pick for "Best New IP". On paper, it's the kind of high fantasy multiplayer beat-em-up you would expect from a 90's arcade game only with added character progression. And yet we haven't really had anything like that SINCE the 90's, and Dragon's Crown is bringing it back and kicking it up to 11, adding drop-in online co-op and beautifully hand-drawn visuals that ooze with so much style and gratuitous sex appeal that one disgusting male player was driven into a bestial fit of violent sex-crazed rage after viewing so many objectifying depictions of women, he was reported to have gotten up from his chair after playing the game and forcibly violating every woman in a five mile radius, securing the status quo of the patriarchy and its prevailing rape culture for at least another decade. We thank you, Dragon's Crown, and future generations men and boys will remember what you have done for us. All hail the patriarch broodfather.

IP Twist Award - WINNER: Far Cry 3: Blood Dragon

Far Cry 3 was pretty good, but I think it's safe to say that some of us were a bit disappointed with the turn the story took after building up a certain character to be such a perfectly hateable motherfucker. Blood Dragon, on the other hand, has no pretensions of being a thought-provoking or compelling game. No. Instead it opted to satirize 80's action flicks with its gratuitous violence, cyborgs, gorgeous women, and a rockin' soundtrack- and, well, it did more than just pull it off, it completely nailed it. Blood Dragon is hilariously cheeky while evoking that 80's nostalgia. And it was totally uncalled for. Nobody asked for it. Nobody expected it, and yet somehow it happened. And in spite of the name and shared engine, it wasn't even DLC, but a standalone package priced appropriately for its length.

Hyperbole Award - WINNER: Metal Gear Solid V: The Phantom Pain

When Kojima unveiled The Phantom Pain back in 2012, some of us had the sneaking suspicion that this was Snake's next sneaking mission- ahhh. hah. and with the release of the new trailer, our hunch was finally confirmed. This trailer revealed a ton, and yet it said absolutely nothing given just how dense Kojima's games are on plot. So many questions left unanswered, guess we're going to have wait for this one, though if you asked us, we'd say this one's looking a hell of a lot better than 4. Even if the game ends up being terrible, you can't say Kojima's editors don't know how to generate hype, because, well, we really want this game to not suck. And hey, even our friends at twitter and facepunch seem to agree with us on this one!

Speeches from the 2013 Vidya Gaem Awards

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Eye Candy Award - WINNER: Dragon's Crown

With the release of next gen consoles, 4k TVs, and a whole new slew of technical buzzwords, most people think that "visual aesthetics" is a synonym for graphics. Dragon's Crown proves that association to be false.

The signature Vanillaware, George Kamitani 2D artstyle is in full force, the likes we've admired before in Odin Sphere and Muramasa. Hand-drawn visuals are used for a majority of the game's content, displaying a grandiose world with statuesque heroes and titanic bosses. The exaggerated artstyle brings the high-fantasy world to life, dropping any notion of realism and instead embracing the otherworldly stylings of a Dungeons and Dragons style adventure. By using traditional art assets that enthrall the player and envelop them within the world of the game, Dragon's Crown shows that strikingly impressive visual aesthetics will always be more important than graphical prowess, and takes /v/'s pick for Eye Candy Award of 2013.

Plot & Backstory Award - WINNER: Dragon's Crown

Finding a respectable female protagonist in modern vidya is a difficult task. Thankfully, Dragon's Crown gives you three. With the Amazon's raw strength, the Elf's nimble perseverance, and the Sorceress' bountiful spells, players have a choice of female characters known for more than just their sexuality or gender. None of them are fragile escorts or overbearing, independent women, but are valuable members of the party system, with capable combat skills and... assets. Ample backstories add to their presence as characters, all reflective of the game's party characters right down to each NPC, stimulating the player's enjoyment of the game.

All jokes aside, this game gives you female protagonists befitting the grandiose fantasy style larger-than-life world that enhance the experience rather than detract from it. Instead of offering cardboard cliches or lectures on sexuality, Dragon's Crown represents women as characters who are fully capable, and it deserves praise for embracing women instead of castrating or covering them up. The game represents women just as they are - curvy, capable, and characters worth playing as. Dragon's Crown takes /v/'s pick for Plot and Backstory Award for 2013.

And it happens to have pendulous breasts, too!

"Not In Another Castle" Award - WINNER: Monster Girl Quest: Chapter 3

Here we are again, with Monster Girl Quest: Chapter 3 taking the award once more. Just like the "Reading Rainbow" award, Monster Girl Quest once again displays the power behind a story of love and tolerance through violence and rape. It's like Sengoku Rance, if the roles were reversed. Chapter 3 continued from where things left off, with the war between Ilias and her angels, and Luka and Alice going into full swing. We come to terms with many of the past plot points, and learn of Luka's struggles to reconnect with the elements that abandoned him. After all these trials, we're finally rewarded with the final battle, and given the reasoning behind Ilias' ways, leaving us with an ending any fat, horny neckbeard can respect.

Monster Girl Quest Chapter 3 did something quite different than most other sequels in 2013. It didn't suck. It came out quite timely without removing any features for no reason, it didn't get casualised to appeal to any non-existent audience, it didn't have any part cut off to be sold as dlc, and it only cost \$26 for the full game. Chapter 3 addresses all outstanding plot points and cliffhangers leaving us with one of the most satisfying endings a videogame has seen in years.

Of all the iterative entries in franchises to come out that year, without a doubt, Chapter 3 is our pick for the greatest goddamn sequel of 2013.

"We're Sorry" Award - WINNER: SimCity (2013)

Did anyone NOT see this one coming? SimCity took the same route as Diablo 3, and believed that, in a vain attempt to stop online piracy, they would release a game with an always-online internet connection. Here we are not even a full year later, and they're already patching it out due to their idiotic mistakes.

Getting down to the meat of why this game was chosen, it's fairly obvious to say that the always-online DRM didn't work. The game was unplayable on launch, for up to three days afterward as well, and finally started to open up after everyone returned their copy and gave up. Even after the servers came up, the game was unresponsive, and usually had a 500+ ping for even the best, and closest connections to the servers, and wouldn't even refresh neighboring cities, the major feature of the online functionality, for several hours at a time. Overall, it's just the game that should have never been, and as a fan of the SimCity franchise, it really does hurt me to say that.

But hey, at least... they're "sorry."

Fanfiction Award - WINNER: Gone Home

Okay, look, I'm putting down this script for a second because I refuse to be a bleating idiot and speak on behalf of you guys on this decision. (Stick to the script) Shut up. No. I didn't even play Gone Home- I mean the press surrounding it spoiled everything for me anyways, but that's not the point- small studios like the fullbright company can't pay for that kind of critical acclaim, so what the fuck is this shit? I'm not going to sing it's praises (Look we're pulling you if you don't stop) but I cannot even fucking believe that any of you actually dropped 20 dollars on the game when you knew exactly what you were getting into, you bandwagoning unfunny fuck- (alright that's it) What the FUCK WHAT THE FUCK DID I D-

You're Waifu Award - WINNER: Donte (DmC: Devil May Cry)

"FUCK YOU!" "Fuck you!" "FUCK YOUUUU!"

No, that was not a transcript of DmC: Devil May Cry's most famous cutscene. Well, it was, but shut up I'm going somewhere with this. That was also the back-and-forth between Ninja Theory and Devil May Cry fans. It seems like you can't go two months without finding some Capcom property whose community has been treated like an abused housewife, and it all began with Donte. Turning a tall, built wisecracker with a love for pizza and style into a short, angry kid in secondhand clothes with a "wit" that comes off more often as psychopathy hasn't caused this much character whiplash since Metal Gear Solid 2. The developer's vitriolic comments towards their prospective fans were no help in the build-up to release. Neither was the character change from an obvious self-insert of the director to someone that looks like someone's bratty younger brother. In short, Ninja Theory's attempt to make Dante cool made him look like a psychopath, a poser, and most importantly, someone that isn't fun to play as. Oh, and his hair's the wrong color too!

DOOMGUY Award - WINNER: Senator Armstrong (Metal Gear Rising: Revengeance)

This is one of the closest winners in the show, with Jorji Costava being edged out by none other than Senator Armstrong with just *fifteen* votes. But in the end, it has to be this way.

How do you end a crazy ass action game and conclude its crazy ass story? After waves of cybernetic foes, robot dogs, and the Winds of Destruction, what kind of end boss could possibly be able to punctuate all of that? Why, a United States Senator of course.

At the end of Metal Gear Rising, you fight a Libertarian on steroids. And he kicks your ass. Metal Gear Rising made you fight the Senator of Colorado, and he was batshit insane. And that batshit insanity is what wins Senator Armstrong the award for Best Character of 2013.

Press X To Win The Award - WINNER: Gone Home

Yep, it's Gone Home. Again.

When your game can be reproduced in RPG Maker and nothing is lost, you fucked up, miserably, horribly. There's nothing wrong with adventure games, but this isn't an adventure. There's no puzzle to solve, no mystery to unravel, no thinking required at any point. There's not even a "lose" condition. The worst you can do is stand around, doing nothing.

Putting that aside, it's not a competently-made game either. You don't need to experience the story to progress. If you know where the attic door is, you can immediately get the key and go there and win the game in less than two minutes. For a game where its only merit is the message, it doesn't even make sure you GET that message.

Walking around hardly qualifies as a game, and it's clear you're playing it for the story. Maybe we shouldn't dwell on it so much: it hardly qualifies as one. Or maybe, it's twenty fucking dollars. Which it is. Yeah. Fuck you Gone Home.

This winner was clear, Gone Home takes the award for worst gameplay.

Golden Voice Award - WINNER: Nolan North

Nolan North. This guy has lent his talent to just about everything good in videogames for a while now, you might call him the Tom Kenny of video games. Just in 2013, he gave us The Last of Us's protagonist, David, the Penguin from Batman Arkham Origins, the voice of the main character that MOST of us chose in Saints Row IV, and so many others that this thing would run too long if I read them all off. If you want an idea of the sheer range of this man's vocal talents, just look at Dota 2. He's practically every single character in the game. I mean he is so good, that voice actors have collectively agreed upon changing the professional title of voice actor to Nolan North impersonator. You might be shocked to learn that this award is actually being presented by Nolan North himself doing his impression of the host. Yes. My skills of mimicry are just that good, and I'm everywhere. Nolan North is proud to present the Nolan Voice Award to Nolan North for being the best Nolan North of the year.

Cranky Kong Award - WINNER: Metal Gear Rising: Revengeance

Metal Gear Rising... Again. Hmm.

Well anyway-- Metal Gear Rising: Revengeance sounds like what would happen if you gave Platinum the keys to an edgy action hero, and nothing quite beats the pumping, ripping tunes befitting of a game called "Revengeance". Assembling together many talented bands, musicians, and guitarists from the LA rock and metal scene into one soundtrack and combining it with frantic high-speed cyborg action completely enhances the experience, and just when you think it couldn't sound any better, the *vocals* come in.

Rising's soundtrack is deliciously engorged in high energy rocking metal and personality that nearly delivers as much action as the game itself, and we couldn't have picked out a better companion to our boss battles any better ourselves. We think the other nominees all sound amazing in their own rights as well, but in the end, it has to be this way. Metal Gear Rising: Revengeance takes the Cranky Kong Award for Best Soundtrack of 2013.

"Actually Kind of Fun" Award - WINNER: Metal Gear Rising: Revengeance

... And the winner is, The Wonderful 101!

Just kidding, it's Metal Gear Rising again.

Platinum games signature style has always been blending wacky high concept stories with fast paced stylish combat, so when it was announced that they would be handling the new Metal Gear spinoff game, Kojima's bizarre revisionist sci-fi universe felt right at home.

As an action game, Rising sports a predominantly defensive style of play, evading and striking your enemies in equal measure, then replenishing your health by ripping out their insides with your signature 'Zandatsu' technique. Sounds easy? Think again. The game is built around the necessity of your Zandatsu, pitting you against hordes of cyborgs that will test your endurance, as well as your reflexes. It's all the same kind of stylish off-the-wall combat we've come to expect from Platinum- and don't even get us started on the boss battles. If rocking out to power metal while fighting cyborgs with your sword isn't "Actually Kind of Fun", then we don't care what is. Metal Gear Rising takes home the award for Best Gameplay of 2013.